

[OC] How to interact safely with a Human

OC

Important announcement from Fleet Command to all Fleet Personnel

With the recent passed vote of the Human Federation to finally join the Galactic Union, Fleet Command expects to see a rise of human crew members on all ships of the fleet shortly. To make the integration and interaction with your new colleagues as pleasantly and as smoothly as possible, Fleet Headquarter – based on experiences gained from working with the few Humans already employed by the Union – has created the following list of advices, on how to safely interact with a Human.

Advice 1: Never interrupt a Human during his hibernation cycle

Like other species in the Union, Humans are dependent on a natural, recurring state commonly called 'sleep' in order for their brain to process the information gathered during the day. While 'sleeping', Humans exhibit an suspension of all voluntary muscles and a inhibition of sensor activity, which leads to a reduced interaction with their surrounding. This state can cause crew members with lesser intelligence – mainly staff from maintenance – to believe that the Human is dead. Because of this, all employees working in morgues are required to check any human body on life signs before placing them into the cooling chamber.¹

Now, while it is possible to 'wake up' a sleeping Human, Fleet Headquarters – further called HQ – highly recommends to never do that unless it is an emergency. Not only do sleep deprived Humans not work on peak efficiency, but they really, really don't like to be woke up without reason.²

However, if you ever find yourself in a situation where you have to wake up a Human during his hibernation cycle, HQ suggests, that you offer him or her a so-called 'Cup of Coffee' as compensation, which somehow improves their mood greatly.³

¹ *To avoid another instance of morgue employees attempting to kill a Human due them 'coming back from the death', Fleet Headquarter has included [this picture](#) of an average mandanmar male to remind everyone what they look like.*

² *Fleet Command would like to avoid another repetition of the events where a grumpy human engineer worked on the ship's FTL drives while being under the effects of sleep deprivation. And while this event has led to new discoveries, we from Fleet Command are sure that the already existing four dimensions are more than enough for the Union which has no need for a dimension consisting of pancakes.*

³ *While the effects of this liquid on non-humans aren't fully researched yet, due their importance to Humans, the beverage called coffee will be obtainable shortly from every vending machine.*

Advice 2: Never eat human food without precautions

By nature, Humans are omnivores which means, that they possess strong stomach acids which enables them to ingest a wide range of carbon based food. And while some of their food is indeed digestible for certain species in the Union, HQ recommends to always check any human food on its ingredients due the possibility of it containing things like capsaicin, calcium, salt, gluten and other minerals which should not be eaten.

Furthermore, another danger for many crew members are human food products from their 'dessert' category. These meals, often eaten by Humans after their main course, contain high concentration of glucose, which is highly addictive for many species. Thus, crew members should avoid this sugar ridden meals if possible.

Fleet Command would like to ask everyone to pay close attention, that no Mandanmar gets near a human dessert. We are sure that everyone else would like to avoid another case of hyperactive mandanmars trashing their ship as well.

Advice 3: Do not steal a humans lunch

While the danger of human food products have been explained in advice 2, due their delicacy, non-dangerous human meals like 'sandwiches' are in high demand among crew members. Fleet Headquarter would however like to remind everyone, to never steal and eat a humans lunch without his explicit permission.

Fleet Command will not accept any complaints regarding body harm – including the usage of laxatives - done by Humans whose lunch have been stolen.

Advice 4: Avoid human alcohol

According to fleet rules, the intake of any form of psychoactive substances during working hours – especially human alcohol - is prohibited. Crew members should be aware, that human alcohol contain a much higher concentration of ethanol compared to other alcoholic beverages common in the Union. This is why HQ advices, to never drink any human alcohol which hasn't been

thinned down to a tolerable level. Furthermore, due the fact that some Humans can grow accustomed to high or regular intake of alcohol, crew members should never participate in a human drinking contest without a valid contract of inheritance.

Another important detail which has to be considered, is the fact that some human alcohol is colourless and thus can look indistinguishable from water, which is a liquid Humans legitimately need to survive. Because of the close resemblance, crew members in management positions are required to always double check any liquid Humans ingest from non-union sanctioned bottles.

And no, HQ will not accept the excuse. "The Humans has assured me, that he works better under the influence of alcohol." Not only are Humans very good liars, but command will also not tolerate another incident like the one we do not speak of.

Advice 5: Do not play card games against Humans with money at stake

Some Humans possess a natural talent for all kind of card games, which is why crew members should never play against them with money at stake. Especially the games called 'poker' and 'blackjack' should be avoided at all cost. The first because Humans are very skilled in reading facial expressions while hiding their own. The second because Humans - due the high processing power of their brain - are able to track the cards already played, which enables them to calculate the chances of winning without the assistance of a computer.

Unfortunately, because card games aren't illegal in the Union, Fleet Command can't do anything if crew members lose their entire salary against a Human.

Advice 6: Never demand a Human to take off his clothes

Unlike most species in the Union, Humans have evolved without an exoskeleton. Because of this, their ancestors dressed themselves in various layers of different fabrics commonly called 'clothes'. These clothes not only helped them to preserve their own generated body heat, but it also protected them from their environment and acted as a protective layer between their weak flesh and the elements of their home planet. Due this upbringing, wearing clothes has become a social norm among Humans which is why they show themselves naked only to those they trust. This is why crew members – curious or not – should never ask or demand a Human to remove his clothes, or barge into their cabins while they are showering.

If possible, HQ would like to avoid another lawsuit of sexual harassment since the first one has cost the Union already too much, both in reputation and compensation money.

Advice 7: Avoid human pets

Following the court decision in the case of the Union vs. Mr. Schrödinger, Humans are allowed to bring their pets onboard a spaceship if they can prove, that they are depending on them. However, due the seemingly inability of certain Humans to be scared of anything, these pets can range from small harmless rodents, up to the largest carnivores of their home planet. That is why HQ suggest, that crew members under the size of [50 centimetres] never go near a human pet if its handler isn't near them. Crew members should furthermore never trust a Human saying: "They only want to play" which has been proven to be wrong.

For those who have submitted complaints regarding humans pets, just be glad that another court decision forbade Humans from bringing domesticated animals from other planets onboard a ship. We are sure, that others appreciate the fact that they won't see a predator from their home plant onboard a spaceship as much as we do.

Advice 8: Human music

With the forthcoming joining of the Human Federation into the Galactic Union, HQ expects to see a drastic increase of human music played on all ships. While listening to music, common side effects among Humans can include 'singing' and 'dancing' which - according to the human doctors Fleet Command has contacted – are perfectly normal behaviors. So there is no need to admit every Human to the mental ward just because they move or sing along to weird noises.

Thankfully, Humanity has agreed to restrict the types of music allowed to be played publicly, which hopefully will decrease the incidents involving 'metal', 'rock' and 'hip hop' music.

Advice 9: Don't surf unfiltered in the Human internet

While the human internet can be full of wonderful things, many of them aren't which is why Fleet Command has issued a filter to be installed on all computers. While this filter can easily be disabled to directly access the entire human network, HQ advices to never do that. Not only will the Union not pay for any psychological trauma induced by the unfiltered content, but they will also held any crew member responsible which causes the computer system of the Union to catch another virus.

The so-called 'DAU' fee Humans charge for helping us getting rid of any virus, will be deducted directly from the wage of the crew member responsible for catching it in the first place. To reduce the incidents caused by careless crew members, Fleet Command

is currently evaluating the purchase of a human developed operating system which - according to the human IT experts – is much more advanced than our current OS, which they have compared to something called 'windows vista'.

Fleet Command hopes, that the above list of advices will help crew members to safely interact with their new colleagues. For those who would like to know more about the dangers of the human internet, HQ refers to the previous guideline titled: "How to safely interact with the human internet."

Have you worked with Humans and would like to add your own advice to the list? Don't hesitate to contact either Fleet Command or Fleet Headquarter, or simply leave a comment below this announcement.

Fleet Command thanks for the cooperation.

Author's note: As always, I welcome every form of feedback, no matter good or bad. Please keep in mind, that I'm not a native English speaker so if you could point out any grammatical error, I would appreciate it greatly. Thank you.